

The Grand Tour

You will work with a partner to do this assignment. Each of you will get an opportunity to work on the computer.

One partner will read the directions to partner 2, who will do the things on the computer. After you have completed the assignment, trade places and have partner 2 read the directions to partner 1 who will use the computer.



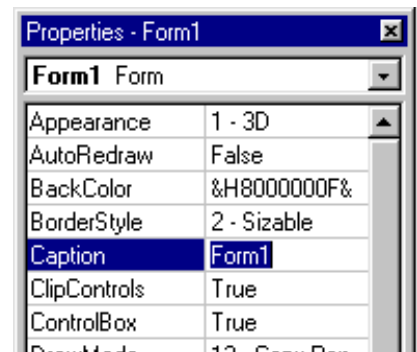
1. Double click on the Visual BASIC icon.
2. Put the cursor in the blue part that says Form1 and drag the form to the right slightly so that you can see the icons on the desktop.
3. The window on the left is called the **Toolbox**. The Toolbox contains tools that will allow you to



make **objects** on the form. Pictured here are the ones we will use the most.

4. Hold the cursor over the *arrow* and wait a few seconds. The word **Pointer** appears. This is used to select items on the form, move items on the form, and change sizes of items on the form.
5. Move the cursor over the letter **A** tool and wait a few seconds. The word **Label** appears. This is used to type information on the screen that the program user will read.
6. Put the cursor on the tool that looks like a *raised rectangle* and pause. **CommandButton** appears. This is used to place a button on the form that a user could click on to make something happen.
7. Use the mouse to slide the cursor over the tool that shows the letters **ab|** and wait a few seconds. **Textbox** appears. This tool is used to make a box on the form that allows a program user to type text data into it. This is the data that the program will use.

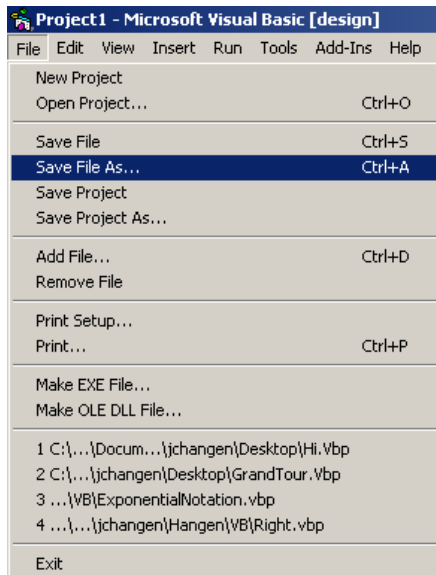
*The objects you put on the form have properties. You can change the properties to something other than the default properties by using the **Properties** window. This is where we will give the objects their names so we can refer to them in the code of the program. The Properties window is on the right side of the computer screen. The properties of Form1 are currently being shown because that is the object that is selected.*



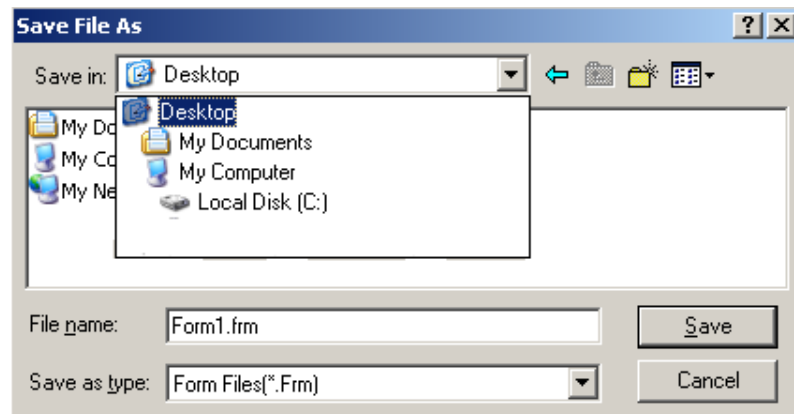
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8 Toolbox

Use the menu at the top left to pick **File** then select **Save File As...**

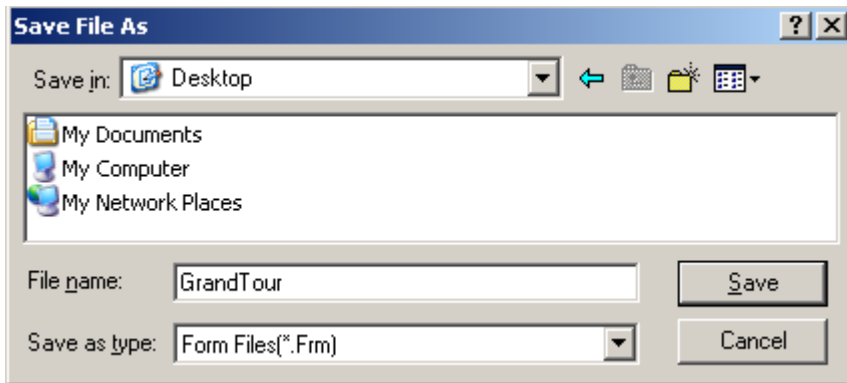


9. Click on the ▼ next to **Save in: Microsoft Visual Basic ▼** and choose **Desktop**



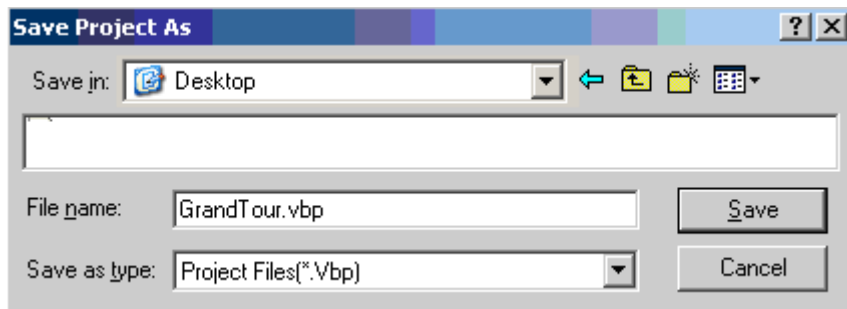
10. Change the **File name:** to **GrandTour.frm**. The extension .frm is for saving just the form. Click on the **Save** button.

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The Project window on the right now shows the name of the form as **GrandTour.frm**.

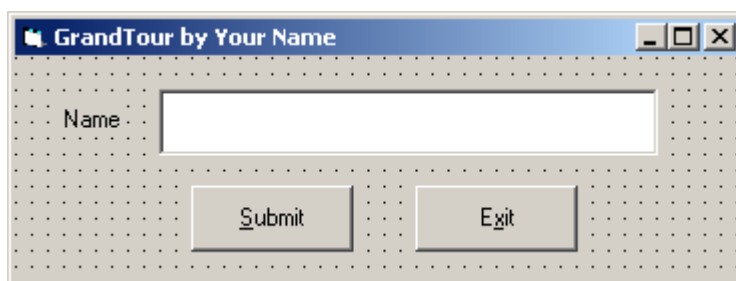
11. Use the File menu to select **Save Project As...**
Change the File name: to **GrandTour.vbp**.



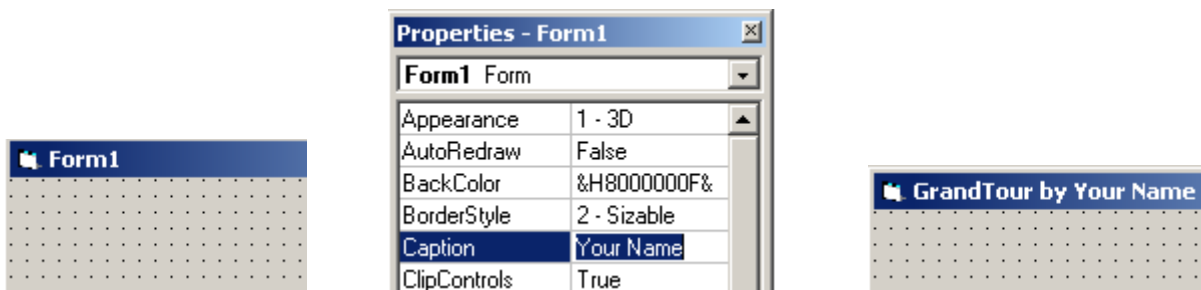
At the top left of the monitor screen, notice that the Visual Basic project name **GrandTour** appears in the blue bar.


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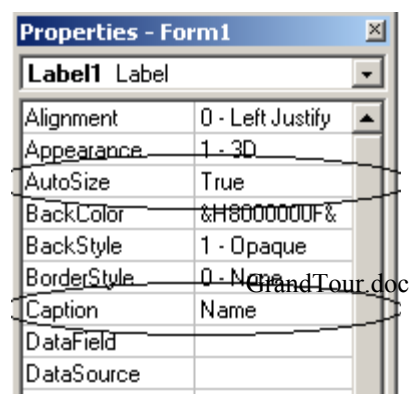
The next directions will help you make the form look like this.



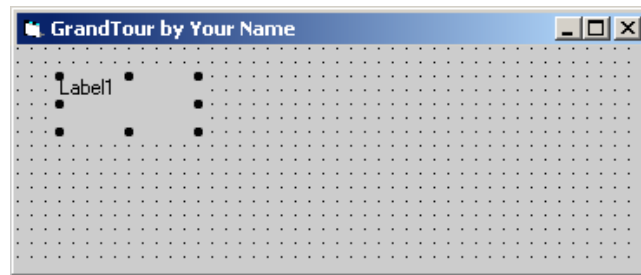
12. Use the cursor to make the form smaller.
13. While no objects are on the form, go to the Properties window on the right and type **GrandTour by Your Name** to the right of the word Caption in place of Form1.



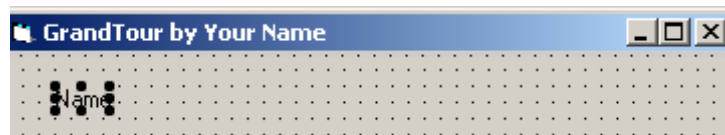
14. Move the cursor to the **Toolbox** on the left and double click on the **Label** tool . A label with the word Label1 will appear in the middle of the form. It will be the default size. Use the cursor to pick up the label and move it near the top left of the form.



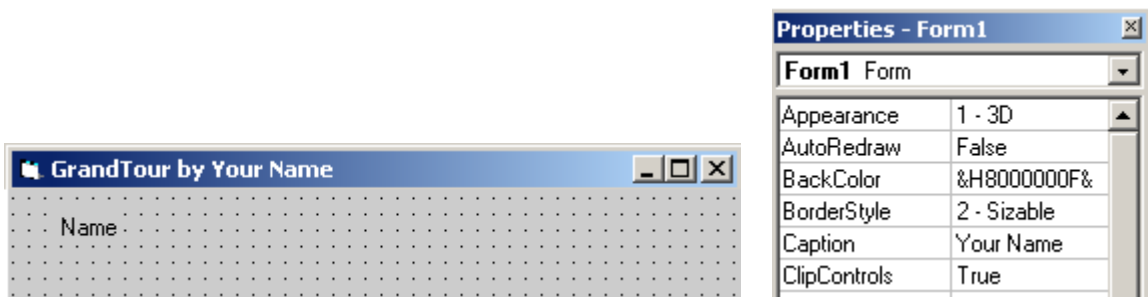
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15. While the label is still selected, move to the **Properties** window on the right and double click on the word **AutoSize**.
16. While **Label1** is still selected, move the cursor to the right into the **Properties** window and double click on the word **Label1** to the right of **Caption**. Type **Name** in place of **Label1**. Notice that **Name** appears in the rectangle on the form.



17. Click on the form to select the form away from **Name**. Notice that the **Properties** window is now showing the properties for the form, not for the label.

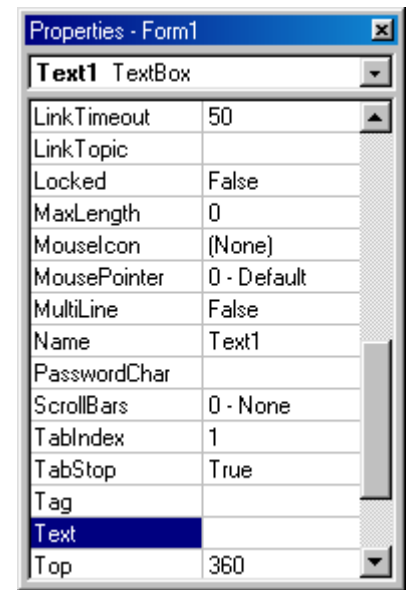
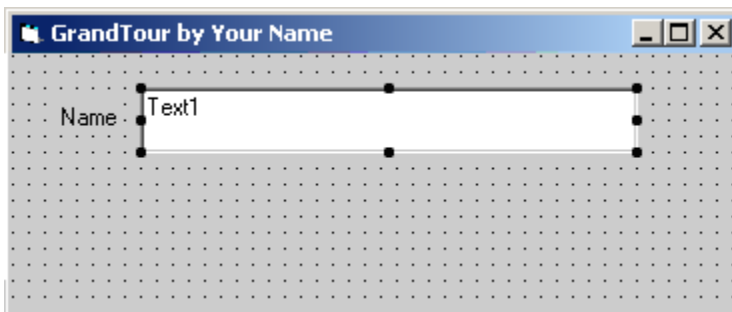


18. Move the cursor to the **Toolbox** on the left and double click on the **TextBox** tool 

Move the textbox next to the word **Name** and use and end or corner handle to lengthen the box across the form.

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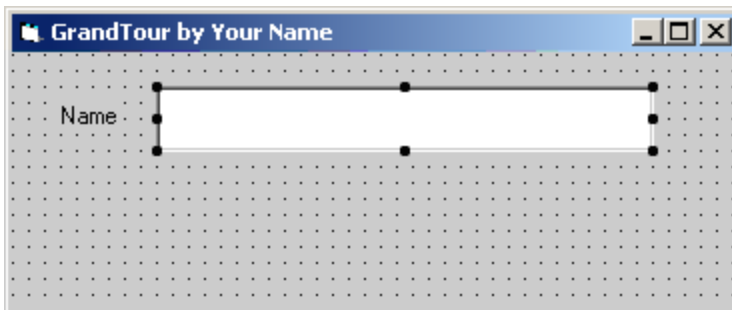
Notice that unlike a Label, a TextBox is white.



19. While **Text1** is still selected, move the cursor to the right into the Properties window.

Scroll down until you see **Text** then double click on the word **Text1** to the right of **Text**.

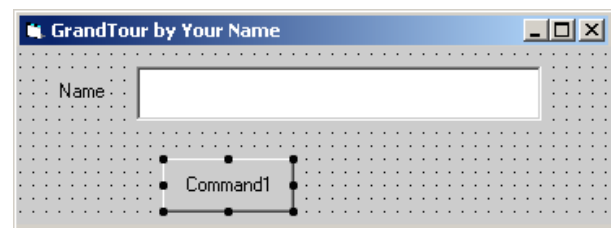
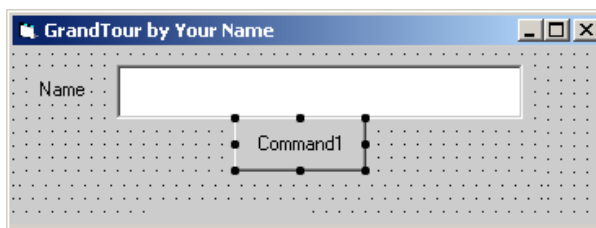
When **Text1** is highlighted press the **Delete** key on the keyboard. Notice that the white **TextBox** on the form, no longer has text inside it.



20. Move the cursor to the **Toolbox** on the left and **double click** on the **CommandButton** tool. 

The default size command button is put in the center of the form.

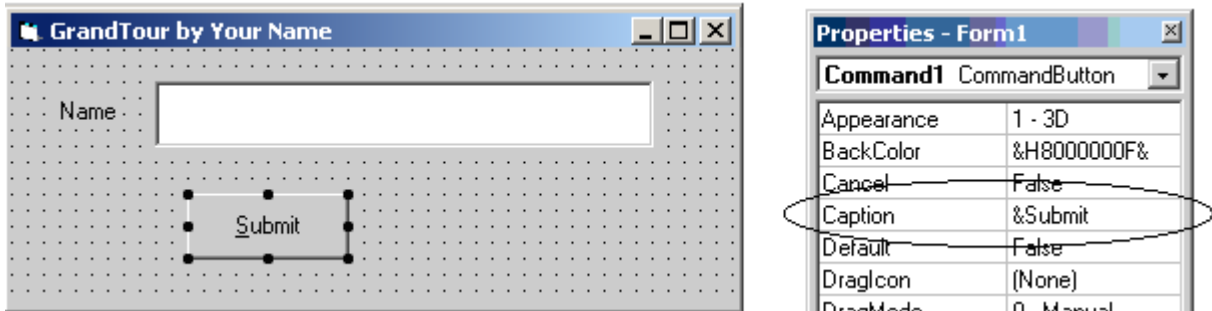
Move the button as pictured here.



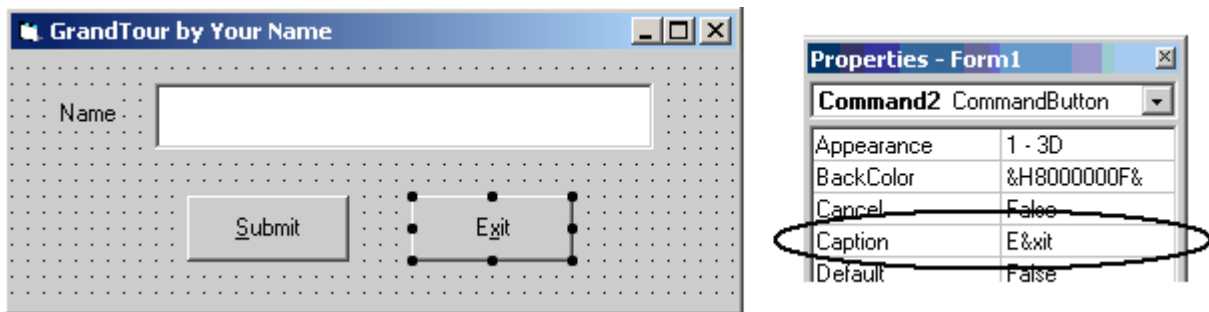
21. While **Command1** is still selected, move the cursor to the right into the Properties window. Double click on the word **Command1** to the right of **Caption** then type **&Submit**.

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Notice that the command button on the form now says Submit on it. The & symbol underlines the letter next to it, so that this letter becomes the short cut to clicking on the button, when the Alt key and that letter are pressed on the keyboard while the program is running.



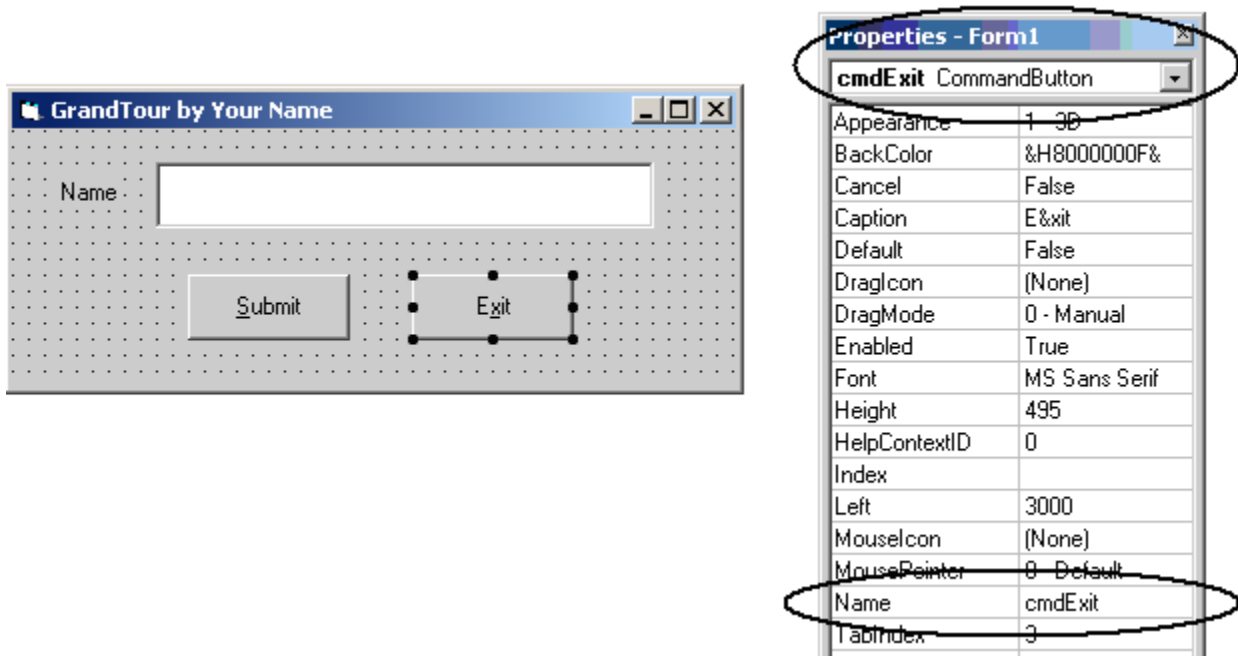
22. Make another command button that says Exit on it, so that your form looks like this.



23. Click on the Exit command button on your form to select it. Go to the **Properties** window on the right and scroll down to the **Name** property. To the right of the word **Name** change the word **Command1** to **cmdExit**.

cmd is a 3 letter prefix which acts as an abbreviation for the word **command** so that when this name is used later in code, any programmer will know that it refers to a command button.

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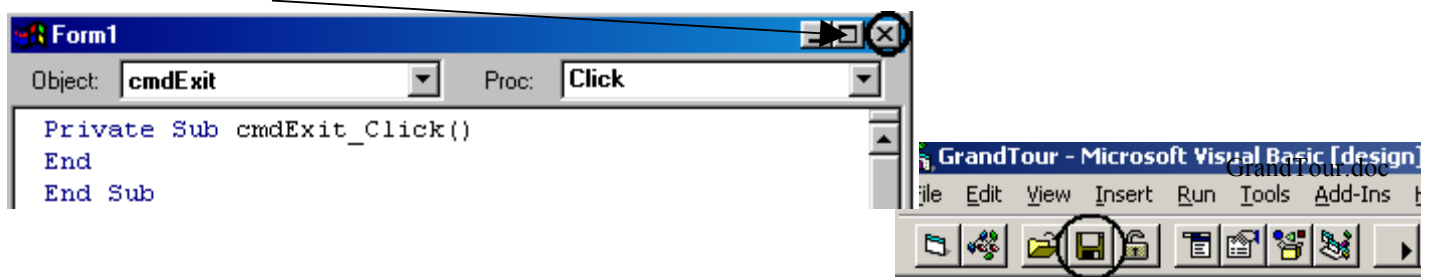
24. Double click on the Exit command button on the form to move to the **Procedure** window for the **Click event** for the cmdExit Object.

Type `End` between the 2 lines of code that are provided.




End is the Visual Basic code to tell the computer to end the execution of the GrandTour program, when a user is running it.


25. Click on the  at the top right of the code window, to close just the code window.



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26. Click on the save icon  in the top toolbar to update the file on your disk.
27. Look at the project window at the top right. Make sure that it has the project name and the form file name appearing, so you know that you saved it the correct way. Now update you file on your disk by using the save icon in the top Visual Basic toolbar.



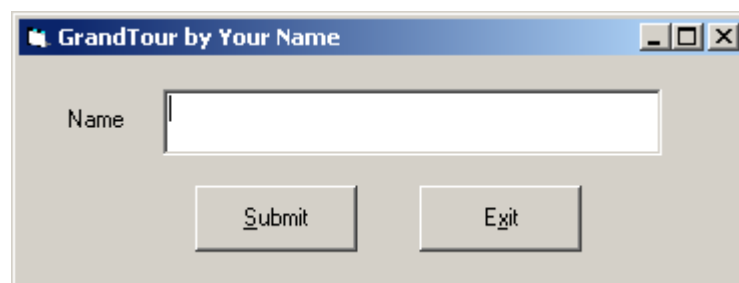
Click on the **Save**  icon on the top Visual Basic toolbar. This will save the current form and project to the same name you used when you initially did the **Save File As...** and the **Save Project As...** commands.

28. Click on the **Start**  icon on the top Visual Basic toolbar.

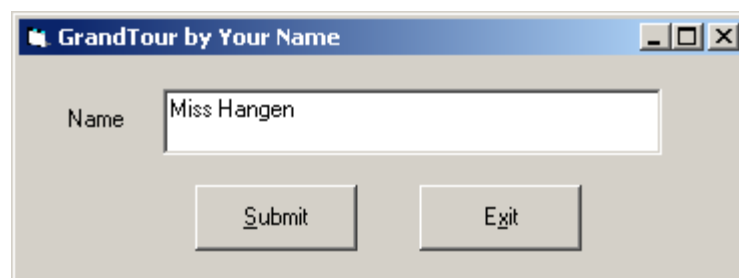


This will run the program. When you run the program, you are now acting like a user, rather than a programmer.

Notice that when **GrandTour.vbp** is running there are no dots on the form. The cursor is in the textbox.



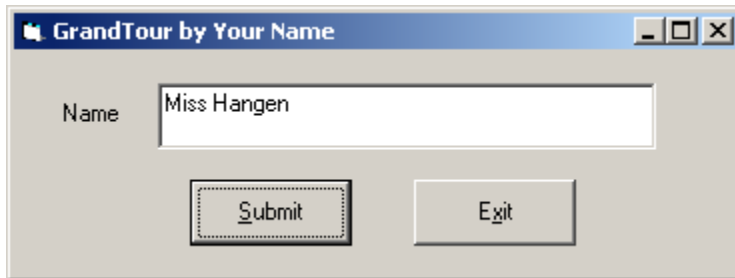
29. Type your name in the white textbox.



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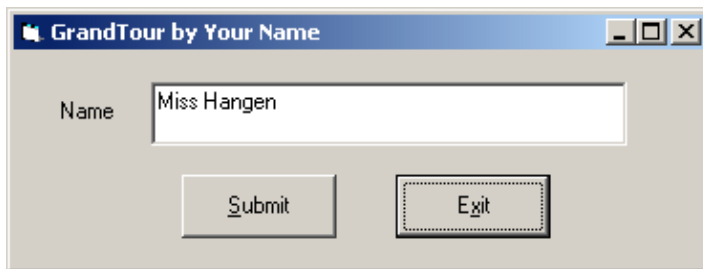
30. Since we did not put any code in the Submit command button, nothing will happen when you click on it, but the program will end when you click on the Exit command button since we coded that button.

Press the **Tab** key to move to the Submit command button. Notice that the dots around the edge of the Submit button indicate that this button has the focus. Pressing enter at this time is the same as clicking the button. Then press Enter.

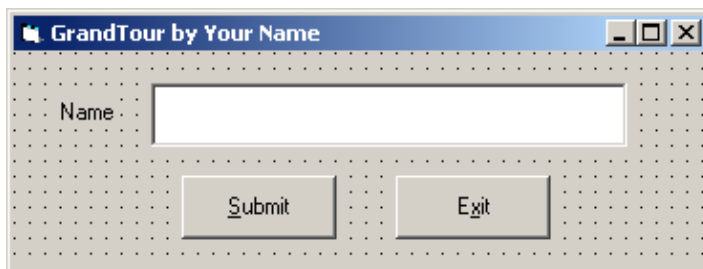


Nothing happens.

Press the **Tab** key again to move to the Exit command button.



Press Enter or click on the Exit button to end the running of this project.



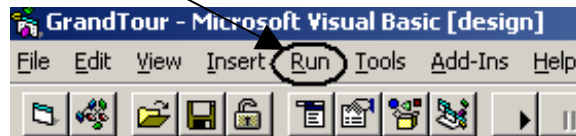
If the program does not exit back to the dotted form, because there is no code in the procedure, click on the end icon in the top toolbar.




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If the **Exit** command button did not work, go back to direction number 24.

31. Start the program again, by pressing the F5 function key at the top of the keyboard. Now let's try out the keyboard short cuts. Hold down the **Alt** key next to the spacebar and press the **X** key on the keyboard. Since the **Exit** command button has the **x** set as the short cut key, the program will end.
32. Run the program again by clicking on the **Run** menu at the top then choose **Start**. This time use the mouse to click on the **Exit** button.



33. Click on the  at the very top right of the Visual Basic 4.0 program to close it.



34. Trade places with your partner and start at the beginning of these papers.